

# Learning Teaching & Assessment Resources

## Authentic Assessment Exemplar:

Assessment Title	Abstract Visual Story of a Song Team Project
Author(s)	Object Oriented Programming
Module Title that Assessment Delivered on	FT UG
Primary Student Cohort (Year on Programme / FT or PT or Both / UG or PG or AP)	

### Overview of Assessment (Max 100 words)

Students Form teams of up to four students and choose a song that they all agree on that inspires them and reflects their style and interests. They can use any any genre, but should try to select a song that has a clear structure, rhythm, and mood.

This assignment challenges computer science students to apply the programming they are learning, to a creative project that they work on in a team, over the course of one semester. It is given to around 140 students in the second semester of their second year. The students form teams and submit their teams and proposals around week 5. Final submission and demos are around week 13. Students track and document their progress by making documented commits in a github repository that they submit at the end. There is a template for the readme.md file they submit, where they declare their individual contributions. They also submit a youtube video demonstration and do a live demo. The assignment is designed to develop many important transferrable skills: Teamwork, Design, Collaboration, Project Management, Self directed learning, Understanding of colour and sound, Use of version control and Design of an object oriented system.

### What Change was Made to Assessment to Enhance its Authenticity? (Max 100 words)

Use of industry tools and practices such as github and markdown  
 Assessment of student contribution via github commits  
 Public demo of work  
 Students work is also publicly available on GitHub and YouTube  
 Student work gets shown at events such as MSXGOTO40 and Audio Garden. This really motivates certain students.

See: <http://bryanduggan.org>

### What was the Impact on Student Engagement / Performance? (Max 100 words)

Student feedback is that they really enjoy doing the assignment. Many say it is their favourite! They have foundational skills in managing a project that impacts their later modules and FYP. Students are more open to different applications of computer science. Students become more creative. Programming skills improve through peer learning and practice. Students understand the “flow state” A great college life experience that improves the relationship between the University and students especially during the demos.

Some examples of reflective feedback:

“I learned a lot of things while doing this assignment but the things i learned the most was using the sin and cos libraries to help put detail on the sphere. Most importantly I learned how to work with a group to get work completed on time and to a respectable standard.”

“I am most proud of the PApplet framework that I have created for the team to use. It allowed us to collaborate and easily create the visuals for the music visualizer. This resulted in a visual that was able to flow and transition between the different scenes.”

### One Thing you would do Differently Next Time (Max 50 words)

Monitor the students better during the assignment  
 Marks for in-person engagement with the team in the lab  
 Potentially use GitHub classroom  
 Plan a big end of year showcase

### Authenticity Indicators

